CARNIVAL

It's a whole new game for old-fashioned fun!

On-target for fun & profit!

Hurry, Hurry, Hurry!

Step right up and see how Gremlin's new Carnival™ video game makes the old-time shooting gallery more fun than *ever*.

For starters, your players get lots of colorful moving targets to hit.

Then there are nine authentic shooting gallery sounds. A metallic "clang" each time a row target, bear or bonus panel is hit. Rifle shot sounds. Background calliope music. Quack sounds for duck targets. And more.

Carnival is also on-target for replay profits. Because Gremlin's exclusive MultiPhase™ makes each new round more challenging than the one before.

Loaded with action!

As Carnival begins, three rows of targets move in opposite directions across the screen, with a revolving pipe target at top center.

Players win the first round by eliminating all targets. Extra points are scored for each bullet remaining at the end of a round.

But it's *not* easy. Because those pesky duck targets come alive on the bottom row, and unless they're shot, they'll flap down to the bullet supply and quickly eat ten bullets.

Another challenging feature of Carnival is the pipe wheel. The value of these targets decrease as play progresses. So players need to hit the pipes early in the game, when it's toughest.

To give players a fair shot at winning, extra bullet boxes cross the screen with the other targets. And if a player hits all the target letters to spell BONUS, the player wins one!

After each round, a bear target comes on for a brief change of pace. Each hit brings 50 extra bonus points. As players complete additional rounds, two, three and four bears appear, offering more chances for bonus scoring.

Ask your Gremlin®/SEGA® distributor for more information on Carnival.

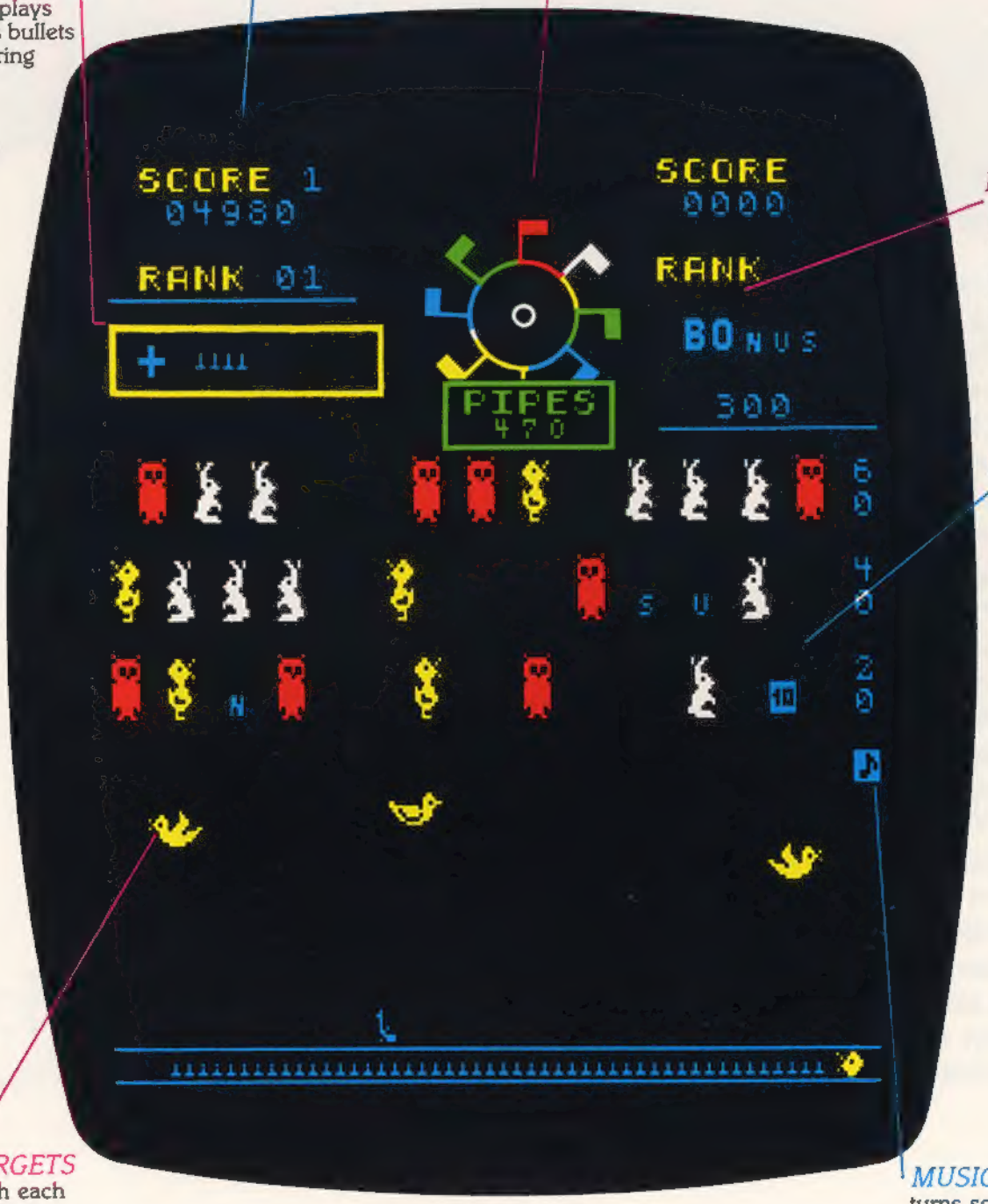
It's a sure-shot hit for your midway!

RANKING DISPLAY makes players more competitive, assures more repeat play.

PIPE TARGET revolves with value shown below. Value decreases as game progresses.

BONUS POINTS can be scored in three ways. First, by hitting pipes of the same color on consecutive shots. Second, by hitting the letters B-O-N-U-S in sequence. And third, by hitting the special gold Bonus Panel when lit.

SPECIAL PANEL randomly displays plus or minus bullets or points. During advertising, top three scores with player initials appear in this panel. Top player initials are added at end of game.



BONUS LETTERS placed at random in rows. Hit all letters *in order* (B-O-N-U-S) to score big!

BONUS BULLETS, either 5 or 10 shots, come in these blue boxes. Each hit increases your bullet supply.

DUCK TARGETS increase with each round. If a duck reaches the bottom target row, it comes alive, flaps down and eats ten bullets. So while hitting a flying duck scores no points, it does save bullets.

MUSICAL NOTE turns sound ON and OFF.

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Player Controls include Right and Left control buttons for moving the rifle and a Fire button. Player can also turn off the calliope music and still maintain game sounds.

Operator Controls feature Gremlin's exclusive E-Z ADJUST® controls for game sounds and sound-off during advertising, plus a service switch for credit game play. Service credits do not increment the coin counter. You can adjust the overall game speed with a control on the CPU board. A DIP switch gives you other game play options. Switches inside the coin door allow universal coinage selection.

Dimensions
25½" W x 67" H x 28" D
64.77 cm W x 170.18 cm H x 71.12 cm D
290 lbs./132 kg.

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